KIDS & TEENS FREELANCING TRAINING

Web 3.0 Course Outline

MODULE 1: What is Web 3.0?

- Web 1.0 = Read only, Web 2.0 = Read & Write, Web 3.0 = Own & Control
- Key ideas: decentralization, privacy, ownership
- Real-life examples: NFTs, play-to-earn games, DAOs
- Activity: Draw "then vs now vs future" internet comparison

MODULE 2: Understanding Blockchain

- What is a block? What is a chain?
- How data is stored in a secure, shared way
- Story: "The Digital Lego Tower That Everyone Builds Together"
- Activity: Build a paper blockchain with facts about classmates

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MODULE 3: NFTs & Digital Ownership

- What is an NFT? (non-fungible token)
- Why people use NFTs for art, games, collectibles
- Create your own "mock" NFT art
- Discussion: Can a digital sticker really be yours?

MODULE 4: Decentralized Apps (DApps)

- Examples: crypto games, decentralized storage
- Differences between traditional apps vs DApps
- Build a simple idea for your own DApp
- Team challenge: "Design a fair game using smart rules"

MODULE 5: Cryptocurrency Basics for Kids

- What is cryptocurrency?
- How is it different from regular money?
- Intro to wallets & transactions
- Activity: Use play coins to simulate a secure transaction

MODULE 6: Web 3.0 Safety & Future Careers

- Online safety tips: scams, passwords, fake NFTs
- Future jobs in Web 3.0: designers, coders, storytellers, game creators
- Vision board activity: "Me in the Web 3.0 World"
- Group quiz to test what you've learned